O

Object

Object-oriented programming: In the object-oriented programming model, data structures and functions (methods) are packaged together in objects. Each object belongs to a class that describes the internal structure of the object, its interfaces, properties and methods.

Predict: Information in Predict is stored in the form of the following objects: data dictionary object, documentation object, Predict object. Data dictionary objects are also called Predict objects or documentation objects.

See also Object Types.

Object data variable

Object-oriented programming: Each property needs a variable in the object data area of the class to store its value - this is referred to as the object data variable.

ODA = object data area

Object-oriented programming: Where the current values of all properties of an object are stored. Other variables which are not accessible by clients as properties can also be defined in the object data area. These variables are used by the methods of the object to maintain an internal state of the object. The structure of the object data area of all objects of one class is specified in the OBJECT USING clause in the DEFINE CLASS statement. An object data is created in the data area editor as a local data area.

Object locking

Windows: Prevents concurrent updating of programs in a remote development environment. For further information, see the topic Object Locking in your Remote Development documentation. GoTo

Object types

Natural: The following are examples of Natural object types: program, map, copycode, text, subprogram, helproutine, subroutine, class, data areas (global, local, parameter), dialog. For further information, see the topic Object Types in the Natural Programming Guide.

Predict: Information in Predict is stored in the form of the following objects: data dictionary object, documentation object, Predict object. Data dictionary objects are also called Predict objects or documentation objects. Predict documentation objects are of a certain type, for example database or program. Additional object types can be defined using the Metadata Administration functions of Predict. Each object type has its own type-specific attributes.

Object type code

Predict: Each type of object within the Predict metastructure is identified by a unique object type code. An object type code consists of two letters (for example FI for file).

Open Systems

The Windows, Open VMS and UNIX versions/platforms supported by Natural.

OpenUTM = Open Universal Transaction Monitor

BS2000/OSD operating systems: Teleprocessing access method for online environments.

Output mode

Predict: The Output mode - together with the Retrieval Type - determines how dictionary data is evaluated by Predict retrieval functions. Note that not all output modes are available for all retrieval types.

Owner

Predict: An owner is basically a group of one ore more users. An owner can represent an organizational unit, for example. Responsibilities can be documented in Predict by assigning an owner to the owner list of a user and the same owner to the owner list of an object.